PROJECT: BOBBY'S EMPIRE

ADDRESS: 2ND FLOOR - 1630 EMPIRE BLVD, WEBSTER, NY1458

OPTION A: CORPORATE CONCEPTUAL DESIGN

CONTENT

1. REQUIREMENT AND DESIGN MISSION
2. DESIGN STANDARDS AND VISIONS
3. LOCATION AND ENVIRONMENT
4. MAIN FUNCTIONS DESCRIPTION
5. CONCEPT DESIGN

CONTENT

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Empire Blvd, Webster,
NY14580

PACKAGE	CONTENT
LOCATION	2nd Floor - 1630 Empire Blvd, Webster, NY14580
TOTAL AREA	2,868 square foots (266 square meters)
DESIGN STYLE	- Active, creative working environment for all staff. To create the proud and bonding between staff and the company. - The space suits young generation employee. - Optimize view and natural light for working space. - Embracing collaboration, discussing between team member, there for increase work result. - Wide and comfortable space with many green feature.
SPECIFIC REQUIREMENT	- Modern style, bright, simple and convenient - 2 meeting rooms (1 large, 1 small), 1 manager's room, open space in the middle, laundry, storage,…
WORK ENVIRONMENT	- Flexible working place, no need to be so static. - Embracing laptop, tablet.

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With varies departments with certain work culture, your office shall be adapted with all three below work style, making up an interesting and creative office:

1. AGILE:

Agile workplaces can be distinguished by their high level of activity as workers move freely within the workplace choosing how and where to work in a culture the supports new ideas and collaboration.

- Multiple work settings to support a range of work styles.
- Promotes project teams and collaboration.
- High levels of self-management and trust.
- Low levels of storage at 0.5 liner meters per person.
- Reduced requirement for Multi-Function Devices for printing.
- All settings are work enabling.
- Dedicated individual and quiet focus places for work.
- Various locker types and sizes.
- Huddle and scrum spaces in close proximity to the project teams.
- High level of Visual Management Boards and pin up space.

2. DESIGN STANDARDS AND VISIONS

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2. PARTIAL AGILE

Partial Agile can be an environment where agile and non-agile workplaces sit side by side
Or A workplace the has partially adopted some elements of agile working
Or They can look the same as an agile workplace with all the flexible settings in
place but awaiting the technology and culture change necessary to "turn on the
agile approach.

- Multiple work settings to support a range of work styles.
- Partial desk sharing resulting in improves utilization.
- Promotes project teams and collaboration with highly mobile teams and provides fixed seating for business units that don't need to move around.
- A range of storage levels from 0.3 to 0.5 liner meters per person.
- Various Multi-Function Devices requirements.
- Most settings are work enabling.
- Some individual and quiet focus places for work.
- Various locker types and sizes although some may not be used.
- Flexible business unit boundaries to allow for growth and contraction however some business units may need to be fixed for compliance reasons.

2. DESIGN STANDARDS AND VISIONS

3. STATIC

Non agile workplaces can be distinguished by limits amounts of activity as
workers are anchored to their seat limiting collaboration. This tends to
foster a line-of-sight culture where workers must be seen to be doing thing.

- One work setting to support all work styles.
- Dedicated seating results in fixed utilization as the "workstation owner" is the only person who can use the desk.
- Limits collaboration as everyone sits in the same place everyday.
- Line of sight management tends to encourage a command and control management style.
- High paper usage as filing is linked to the "workstation owners" desk.
- High levels of storage at 0.3 to 0.5 liner meters per person.
- Many Multi-Function Devices for printing because of the high use of paper.
- All settings can be work enabling but usually are not.
- No dedicated individual or quiet focus places for work.
- No lockers.
- Fixed business unit boundaries.
- Annual relocation costs.
- No mobile enabling technologies.
- Limited huddle and scrum spaces.
- Some Visual Management Boards and pin up space.

2. DESIGN STANDARDS AND VISIONS

TECH READY
Personal and shared IT equipment allows staff to move easily throughout the workplace. office furniture should be specified with power and data and monitors where applicable.

OFFICE FURNITURE
Create collaborative, focus, social and meet work zones with appropriate furniture to encourage staff to move through the office to suit the task..

ACOUSTIC
Ensure shared social and collaborative spaces are divided with high back sofas, office pods or acoustic baffles to help absorb sound and minimize noise.

INSTRUCTION
Easy access to instructions on how to use furniture, such as task chairs, help staff stay comfortable with the right back support.

TECH SUPPORT
A central contact for IT support and fault reporting helps ensure shared spaces operate efficiently and reduce downtime.

TRAINING
Ensure staff know what each piece of furniture is designed to do, how it aids their work, and the length of time it is appropriate to stay for.

HYGIENE
Shared spaces can increase the spread of germs, especially on IT equipment. place sanitizer wipes (or equivalent) throughout the office.

SECURITY
Agile working has a lot of transient workers, IT equipment and belongings should be locked away when not in use.

CLEAR SPACE
Ensure staff tidy away their workspace after use. hotboxes, lockers and coat hangers help staff travel lightly.

2. DESIGN STANDARDS AND VISIONS
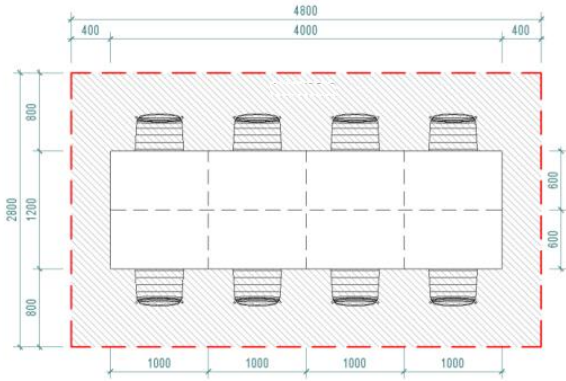
AGILE

As for sale teams, who stay at the office for just short period, the design requires less area, with sharing table and flexible furniture. The space needed as much as 50-80% as the Static style. To embrace using laptop, tablet to implement their professionals, reduce the use of printer, paper document etc. (paperless work culture). In additional, agile working area will be filled up with co-working place, booth meeting and relax bench places. Offer a recreational office for all employees.
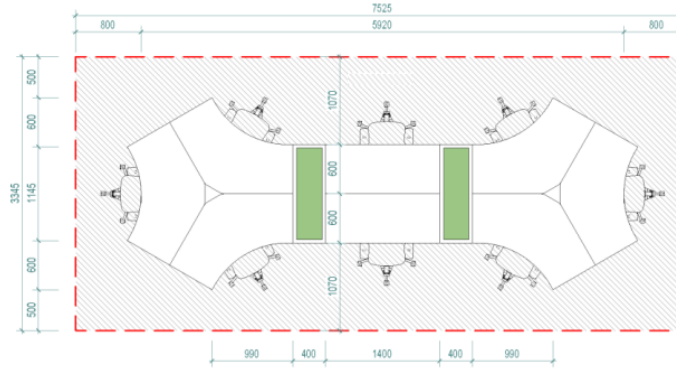

ETENDED - CREATIVE

Open office areas are suitable for highly collaborative work, such as activities require people to interact more frequency to one another. Marcom and Product team, App design team are design in this form in order embrace the creativities of the artists. The working space shall be extended, plus more green fixture, brings more room for the staff to be as much comfortable as possible. Furniture arrangement is also more creative, more interesting to make the office look less "office".

2. DESIGN STANDARDS AND VISIONS

3. LOCATION AND ENVIRONMENT

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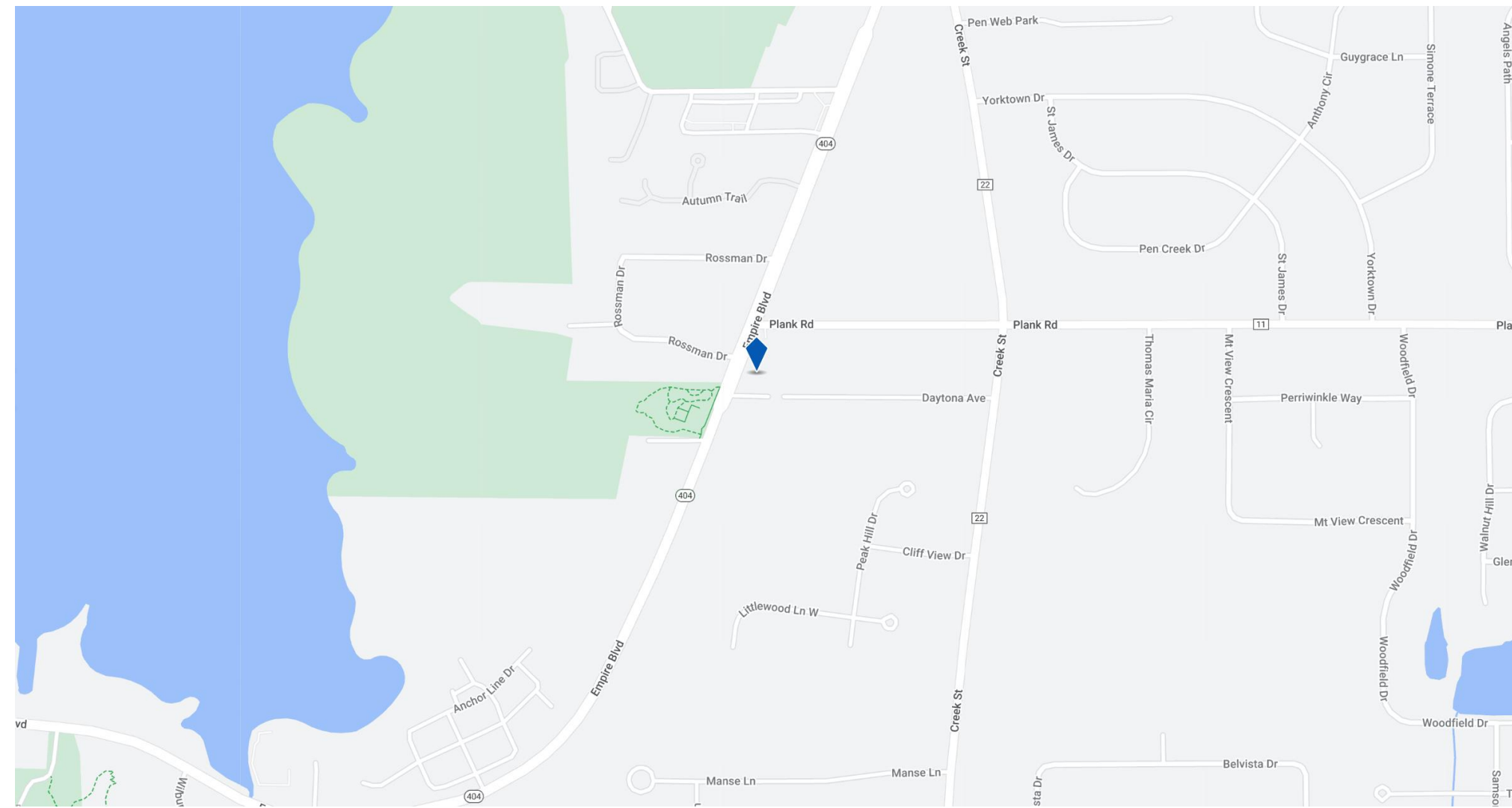
Walmart

Bank

Church

Park

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SMALL RECEPTION DESK
1 reception desk for 1 employee and table, chair for customer visiting (if required) is located near the entry door.

GRAND MEETING ROOM
1 grand meeting room with movable partitions and detachable furniture which provide the capabilities of transforming into varies usage circumstances.

SMALL MEETING ROOM
1 small meeting room for team's discussion.

MANAGER'S ROOM
1 manager's room with a big table, comfort chair, document cabinet.

OPEN WORKING SPACE
For employee with various tasks will be in the middle are. Prioritize nice views and natural light for staff. Greeneries to be integrated in all working area. Artificial lighting system to simulates natural light.

CREATIVE WORKING SPACE
Teamwork furniture, benches, extended space for all the teams that need to work in a creative professionals.

PANTRY
1 pantry to serve members.

RESTROOM AREA
Using the existing CR rooms.

OTHER FACILITIES
Central printing and stationery area.
Server room.
Storage.
Full equipment beast room in staff pantry area.

4. MAIN FUNCTIONS DESCRIPTION

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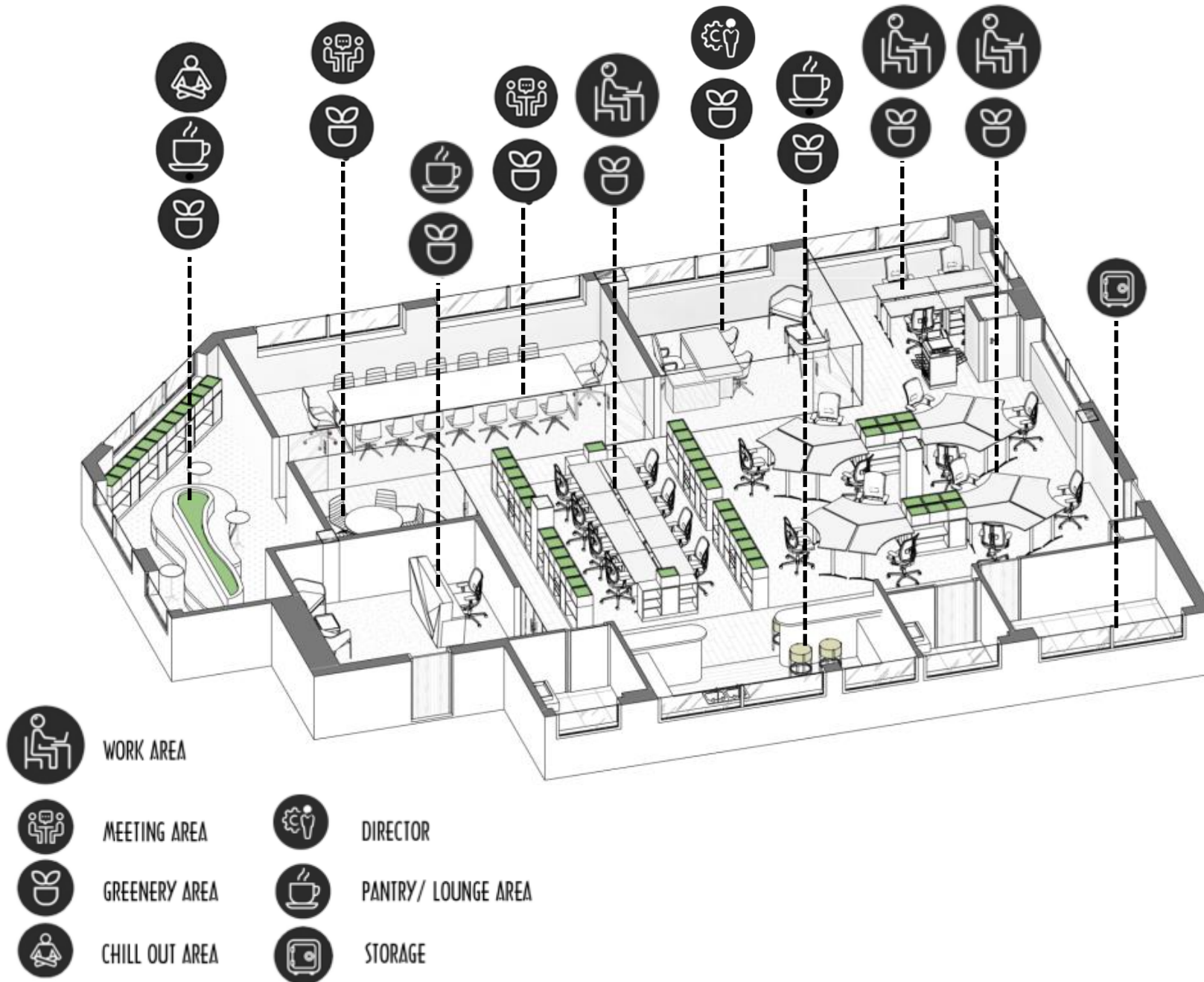ADDRESS: 2nd Floor - 1630 Empire Blvd, Webster, NY14580

5. CONCEPT DESIGN

1. RECEPTION & WAITING LOUNGE
2. SMALL MEETING ROOM
3. GRAND MEETING ROOM
4. DIRECTOR'S ROOM
5. WORKING AREA
6. CREATIVE WORKING AREA
7. ENCLOSE WORKING AREA
8. RELAXING AREA
9. PANTRY
10. RESTROOMS
11. STORAGE & SEVER ROOM

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WORK AREA

MEETING AREA

GREENERY AREA

CHILL OUT AREA

DIRECTOR

PANTRY/ LOUNGE AREA

STORAGE

1. Main entrance and reception area: Open space with a waiting lounge for the visitors. Company Branding is emphasized at the reception desk backdrop.

2. Small meeting room is enclosed and more private for use, which prioritize security over flexibility.

4. Grand meeting room is planned to be a multi-functional space, with movable partitions and detachable furniture which provide the capabilities of transforming into varies usage circumstances. In case of a big event needed, it can be easily extended into a 20-30 pax conference room, by combine the area.

5. There are areas in the form of a static office, which are more organized and optimized in term of space. Greeneries integrated into low cabinet combine with up-down sun-simulated light system provide a more natural feeling for all the office man.

3. Director's room is located beside grand meeting room. Provide a private space for working or discussion with director (can be Used for VIP visitors).

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6. For the teams that work on a more creative manner, the design gives more room for each personnel, makes up an interesting and innovative office.

7. Enclose working Area (can be used for a small team) are provided privacy Discussion, with the works require quite space.

8. Relaxing area: Open space with a "green island" creating an interest yet elegant sitting lounge for the employees. This area located beside windows with wide look, opened space where employees can have time to relax.

9. Pantry has a wide space, provide enough space for 6-8 people using at the same time with long stone bench top with sink, electrical cooker, microwave, refrigerator,.. 2 table for eating or drinking.

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Option A: Corporate conceptual design

THANK YOU!